

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	714	shader	US-PGPUB; USPAT	OR	ON	2005/02/23 15:24
L2	1553	texture adj2 (memory cache buffer)	US-PGPUB; USPAT	OR	ON	2005/02/23 15:06
L3	11	1 with 2	US-PGPUB; USPAT	OR	ON	2005/02/23 15:18
L4	44	1 same 2	US-PGPUB; USPAT	OR	ON	2005/02/23 15:15
L5	33	4 not 3	US-PGPUB; USPAT	OR	ON	2005/02/23 15:15
L6	22541	(memory frame adj buffer) adj2 interfac\$	US-PGPUB; USPAT	OR	ON	2005/02/23 15:16
L7	21	5 and 6	US-PGPUB; USPAT	OR	ON	2005/02/23 15:16
L8	166232	shad\$	US-PGPUB; USPAT	OR	ON	2005/02/23 15:18
L9	111	8 with 2	US-PGPUB; USPAT	OR	ON	2005/02/23 15:18
L10	57	6 and 9	US-PGPUB; USPAT	OR	ON	2005/02/23 15:19
L11	1	6 same 9	US-PGPUB; USPAT	OR	ON	2005/02/23 15:19
L12	37	shader adj program	US-PGPUB; USPAT	OR	ON	2005/02/23 15:25
L13	11	2 and 12	US-PGPUB; USPAT	OR	ON	2005/02/23 15:25